

What is claimed is:

- streaming video  
splicing = stitching  
browser*
1. A method for generating multi-image video streams comprising:  
providing a source of images,  
selecting some but not all of the images of interest in accordance with a predetermined criteria for subsequent sequential display,  
stitching together the selected images to form a sequence of images,  
generating a video data stream from the selected images,  
configuring the video data stream in a format displayable in a browser without the use of plug-ins.
  2. The method of claim 1 wherein a video camera is used to provide a source of images.
  3. The method of claim 1 wherein a series of still frame images are used to provide a source of images.
  4. The method of claim 1 wherein a plurality of drawings are used to provide a source of images.
  5. The method of claim 1 wherein the number of images selected is based on the total number of images in the source of images.
  6. The method of claim 1 wherein the total number of images selected is based on a fixed time interval.
  7. The method of claim 1 wherein the video data stream is displayed using JavaScript™.
  8. The method of claim 1 wherein the source of images represents one full rotation of an object of interest.
  9. A method of generating video clips suitable for downloading over the internet comprising the steps of  
providing a plurality of images of a moving object,  
transmitting the images as a digital data stream to an editor,  
capturing the digital data stream at the editor,  
parsing the digital data stream into a series of images,  
assembling selected ones of the series of images into a video clip,  
configuring the video clip for distribution over the internet without the use of plug-ins.
  10. The method of claim 9 wherein the capturing step interfaces directly to an API.

11. The method of claim 9 further including the step of adding metadata into the video clip.
12. The method of claim 11 wherein the metadata may be used for searching.
13. The method of claim 9 wherein the editor is a personal computer.
14. A method for distributing image data to an end-user over a network comprising:
  - establishing a video sequence illustrating an item,
  - providing a database searchable by an end user,
  - storing the video sequence as a binary large object in a cell of the database,
  - displaying the video sequence when the cell wherein the sequence is stored is accessed by the end user.
15. A method for viewing sequences of images displayed in a browser window, independently of plug ins, comprising:
  - providing a plurality of images of an object,
  - establishing a window having a plurality of zones,
  - associating with at least a plurality of zones one of the plurality of images,
  - causing the image associated with each zone to be displayed when a control device moves across the associated zone.
16. The method of claim 14 wherein a sound clip associated with the video sequence is stored in a cell associated with the video clip, and is played in conjunction with the display of the video clip.
17. A digital rights management method for limiting the ability of an end-user to generate output files comprising
  - generating integers on a server computer
  - combining one or more integers with a license key
  - encrypting by tagging
  - erasing the license key.
18. The method of claim 17 wherein one license key is used for each output file generated.
19. The method of claim 15 wherein the control device is a mouse.
20. The method of claim 15 wherein the control device is a soft button on the display.